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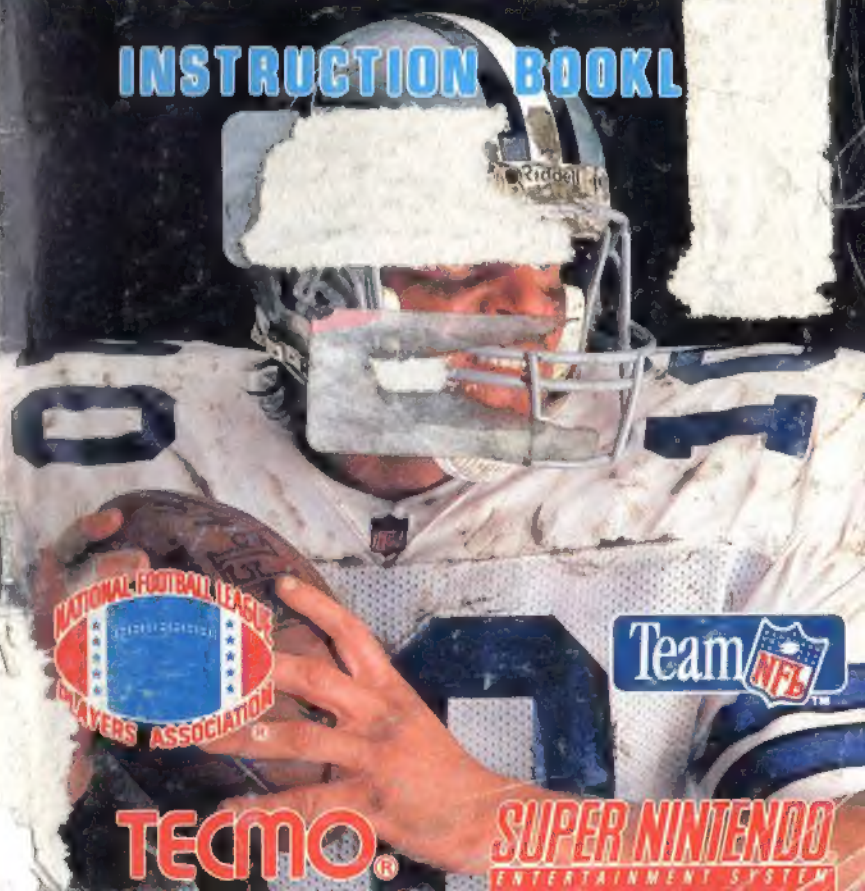
TECMO® SUPER BOWL™

INSTRUCTION BOOKL



Thank you for choosing the fun-filled TECMO SUPER BOWL game pak by TECMO ,LTD.

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TECMO® SUPER BOWL™
--- PLAY INSTRUCTIONS ---

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1. TECMO SUPER BOWL

Tecmo Super Bowl is a football game which simulates real NFL action. Players can experience the entire season - from the summer preseason games to the final Pro Bowl game. You can choose from 3 different NFL season schedules -1991, 1992 or 1993. Or you can play an entire 3 year season from 1991 through 1993. All 28 official NFL teams are included. Each team is made up of 32 players and each player's statistics are based upon data taken from the actual 92/93 NFL season. We invite you to enjoy the excitement of playing Tecmo Super Bowl to your heart's content.

*THE PLAYERS AND STATISTICS IN TECMO SUPER BOWL HAVE BEEN PICKED FROM ACTUAL NFC AND AFC TEAM ROSTERS. UNFORTUNATELY DUE TO PROGRAMMING AND OTHER LIMITATIONS WE COULD NOT INCLUDE ALL PLAYERS FROM ALL TEAMS. WE HAVE ENDEAVORED, HOWEVER, TO CREATE THE MOST AUTHENTIC FOOTBALL GAME POSSIBLE. IF PER CHANCE WE HAVE MISSED ONE OF YOUR FAVORITE PLAYERS PLEASE ACCEPT OUR APOLOGY.

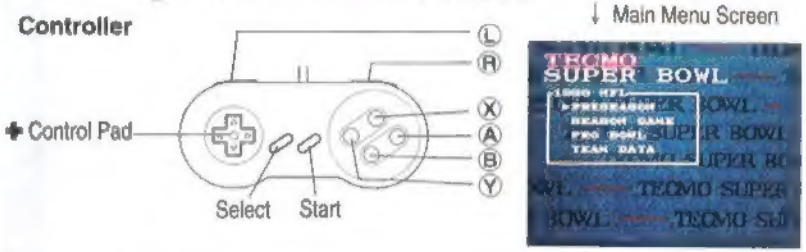
◎Convenient Power-off Memory Function

This game cartridge is equipped with a back-up battery that enables you to save the results of games played. In order to make sure that the data you have saved isn't lost, always press the reset button while turning the power off. Be careful not to remove the cartridge while the power is on and do not turn the power switch on and off in rapid succession. Doing either of these things may cause damage to the data and scores saved by the back-up battery. (To reset the Memory - see page 21)

2. Operation of the Controls

Pressing the Ⓑ button during the demo screen action will cause the title screen to appear. Pressing the Ⓐ button will cause the Main Menu screen to appear. Move the ✚ Control Pad up and down to make your choices from among the four main menus: preseason game, regular season game, pro bowl and team data. For details concerning the menus, refer to the corresponding sections which follow.

◎Making menu and data choices



✚ Control Pad	Used to move the "▷" mark when choosing items.
Ⓐ button	Used to make your choices.
Ⓑ button	Used to cancel your choices.

◎Window Controls

Choosing items	✚ Control Pad
Entering your choice	Ⓐ button
Canceling a selection or returning to the previous screen	Ⓑ button
Looking at the player's data for the starters	Ⓨ button
Opening the Schedule Window in the Schedule Screen	Ⓨ button
Opening the Play Strategy Window in the Play Select Screen	Ⓨ button

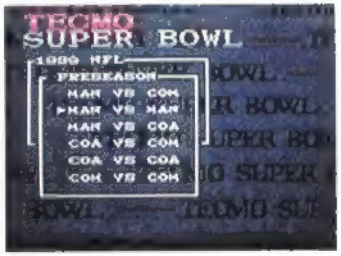
3. Tecmo Super Bowl - Three Game Modes

#1 - Preseason Game

To play a preseason game, begin by choosing "Preseason game" then choose two teams from among the 28 NFL teams listed.
* Data from preseason games is not saved.

If you choose "Preseason" from the main menu, the Team Control Window will appear.

↓ Team Control Window



☆ Use this window to determine the mode for your game. (see the Team Control page for more details - Page 15)

☆ Once you have selected your game mode, the Team Select screen will appear.

☆ Choose your team and your opponent's team.

☆ Once you have chosen the two teams and the weather condition, the game will begin.
(see the weather page for more details - Page 36)

↓ Team Select Screen

* You can change a team's starting roster before the game begins. (see the Team Data page for more details - Page 8)

For "Preseason " games, you can adjust the time in the quarter for each quarter. You can choose from 3 to 15 minutes, by 1 minute increments. (See Quarter Length for more details - Page 16)

#2 - Regular Season Game

Each team plays one regular season game every week during the 18 week season. (91/92 and 90/91 NFL schedule, there are 17 week seasons) The teams with the best season records then compete in the playoffs to decide the two Super Bowl contestants. These two teams then play in the Super Bowl to decide which is the world champion. Records for each team and player are kept in the cartridge's memory throughout the entire season.

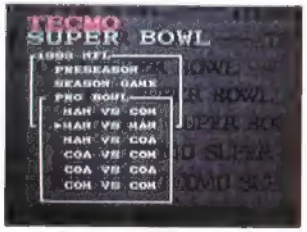
☆ Choose "Season Game" from the main menu and the options window will appear. While this screen appears, you can confirm the game data and change the game settings. Then choose "Game Start" to begin the game. (See the Regular Season Game Data section for more details - page 17)

↓ Options Window

#3 - Pro Bowl Game

The Pro Bowl game is an all-star match-up between the best players in the AFC and NFC. The starting line-ups of the two all-star teams can be changed by using the Team Data mode. (see page 8~15)

↓ Team Control Window



☆ Choose "Pro Bowl" from the main menu and the Team Control Window will appear. After setting the game mode, choose either the AFC or NFC and the weather condition, and the game will begin. (Team Control - see page 15. Weather - see page 36)

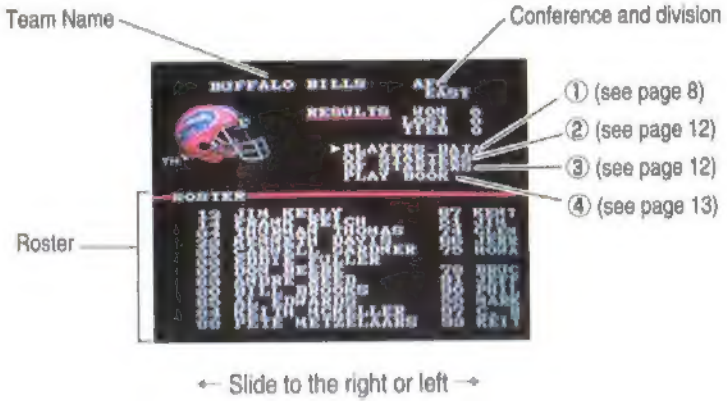
For "Pro Bowl" games, you can adjust the time in the quarter for each quarter. You can choose from 3 to 15 minutes, by 1 minute increments. (See Quarter Length for more details - Page 16)

◎Team Data

When you want to look up team or players data, or when you want to change the starting line up, choose the team from the list and then press the Ⓐ button. Data for the team that you have chosen will then appear on the screen. (Refer to page 14 for information concerning the All-Star Team Data Screen.)

↓ Team List Screen

◎Team Data Screen

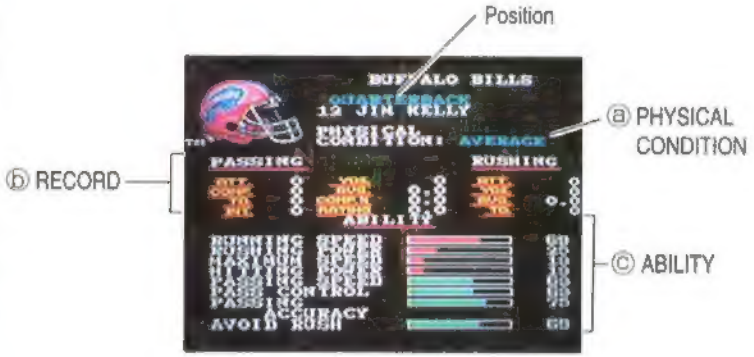


① Select "Players Data" to look at data for an individual player.

Use the ✚ Control Pad to select "Players Data" and press the Ⓐ button and the "▷" mark will be displayed in the roster column. Use the ✚ Control Pad to select the player whose condition and

data you want to see. The ✚ Control Pad can be used to move right or left in the roster column. Press the Ⓐ button to review Players Data.

☆ Looking at the Players Data



ⓐ A player's condition is described in five levels.

Excellent	**: top condition.**
Good	**: good condition.**
Average	**: average condition.**
Bad	**: in a slump.**
Injured	**: sidelined with an injury.**

ⓑ Record

Passing

ATT. : pass attempts.
YDS. : passing yards gained.
COMP. : pass completions.
AVG. : average yards gained per pass.
TD. : pass touchdowns.
COMP. % : pass completion percentage.
INT. : interceptions.
RATING : rating points.

Receiving

NO : number of pass receptions.
YDS. : yards gained on pass receptions.
AVG. : average yards gained per reception.
TD. : pass reception touchdowns.

Interceptions

NO. : number of interceptions.
YDS. : yards gained on interception returns.
AVG. : average yards gained per interception.
TD. : interceptions returned for touchdowns.

QB Sacks

SACKS. : number of quarterback sacks.

Rushing

ATT. : number of runs.
YDS. : rushing yards gained.
AVG. : average yards gained per run.
TD. : rushing touchdowns.

Punt Returns

NO. : number of punt returns.
YDS. : yards gained on punt returns.
AVG. : average yards gained per punt return.
TD. : punt return touchdowns.

Kick Returns

NO. : number of kick off returns.
YDS. : yards gained on kick off returns.
AVG. : average yards gained per kick off return.
TD. : kick off return touchdowns.

ⓒ Ability

This area displays the abilities of the various players.
The items change depending on the player's field position.

○ Ability indicators for all players.

Running Speed : a player's rushing speed
Rushing Power : a player's rushing strength
Maximum Speed: a player's maximum speed
Hitting Power: : a player's strength when blocking or hitting his opponent.

○ Abilities of running backs, wide receivers and tight ends.

Ball control : Ability to Avoid Fumbles
Receptions : Ability to Catch Passes

○ Ability indicators for punters and kickers.

Accuracy
Avoid Block.

○ Ability indicators for a QB.

Passing Speed
Pass Control
Passing Accuracy
Avoid Rush

○ Ability indicators for defensive players.

Interceptions
Quickness.

② Offensive Starters

• Use the ✚ Control Pad to select "OF Starters" and press the Ⓐ button to check and make changes to the offensive starting line up.

Use the ✚ Control Pad and the Ⓐ button to move the players to and from the "Starter" column.
See the section on line up changes for more details. (page 31)

Move the "▷" mark to the "starter" position, press the Ⓐ button and the reset window will appear. Choose "Yes" to return to the original starting line up.

* You can check a player's data by choosing the player's name and then pressing the Ⓨ button. (see page 8)

③ Defensive Starters

• Use the ✚ Control Pad to select "DF Starters" and press the Ⓐ button to check the defensive starting line up or change returners. (see page 31)

* The defensive starting line up cannot be changed.

④ Play Book

Use the ✚ Control Pad to select " Play Book" and press the Ⓐ button to check and make substitutions for the eight plays that a team can use during a game. Each team can choose its plays from among eight play patterns which include four running plays and four pass plays. With this command the offensive team can choose the eight plays for your play book.

Changes can be made to the play pattern that is flashing. Use the ✚ Control Pad to choose the play pattern that you do not want to use and then press the Ⓐ button.

Choose "Data Reset" to return to the original play patterns.

Substitute play patterns will appear in the pass play area when switching from a running play, and in the running play area when switching from a pass play. Move the ✚ Control Pad to the right or left to choose the play pattern that you want to use.

The substitute play patterns will move to the right and left. Bring the play pattern that you want to use to the center of the screen.

◎Pro Bowl game

• When you choose an All-star team from the Team List screen and then press the Ⓐ button. All-star team data screen will appear.

↓ All-star Team Data Screen

①, ②, ③, ④... See the previous page.
⑤ Move the "▷" mark to ⑤ and press the Ⓐ button, and the "▷" mark will be displayed in the "Pro Bowl " Player ("All Stars") column.
Use the ✚ Control Pad to move the "▷" mark to the name of the player that you want to replace.
Choose the name of the player that you want to replace , press the Ⓐ button and the names of the Pro Bowl candidates for each team in the league will be displayed at the top of the screen.

List of "All Stars" candidates.

Players Home Team.

Players Position

*Even an injured player can participate in the Pro Bowl.

⑥ Choose " Reset Players" to return to the original Pro Bowl rosters.

To choose a substitute	Move the ✚ Control Pad up or down to choose a player, then press the Ⓐ button to enter your selection.
To choose the substitute player's team.	Moving the ✚ Control Pad to the right or left will cause the team display section to slide to the side and be replaced by a different team.

Enjoy the Pro Bowl game by choosing your own all-star team.

◎Team Control

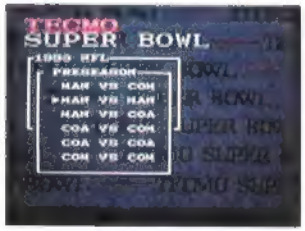
* Use the following four modes to control your team.

(1) MAN: used to control an individual team. (Manual Player)

(2) COA: used to enjoy the experience of being the head coach. Use this mode to select the plays, call time outs, and for making substitutions to the line up. During the game the players will automatically move according to the coach's instructions. (Coach Player)

(3) COM: used to leave all the controls to the computer. (Computer Player)

(4) SKP: used during a regular season game. This mode functions in the same way as the COM mode, but when both teams in a game are in the SKP control mode, the game will automatically be skipped and only the result of the game will be shown. (Same as COM except when SKP vs SKP - see page 16)



* In a regular season game, move the "▷ " mark to your team's name and press the Ⓐ button to change your team's control mode.

Pressing the Ⓐ button repeatedly will switch the control from MAN to COA to COM to SKP.

MAN vs COM - One player game.
- Controller 1 PLAYER against COMPUTER.

MAN vs MAN - Two player game.
- Controller 1 PLAYER against Controller 2 PLAYER.

MAN vs COA - Two player game.
- Controller 1 PLAYER against Controller 2 COACH.

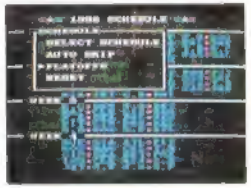
COA vs COM - One player game.
- Controller 1 COACH against COMPUTER.

COA vs COA - Two player game.
- Controller 1 COACH against Controller 2 COACH

COM vs COM - COMPUTER against COMPUTER.
- Computer plays both teams!

SKP vs SKP - SKIP to the results of the game.
(in regular season games only.)

* "Auto Skip" - can be used to automatically skip past the display screens of SKP-vs-SKP games on a weekly basis. This feature will allow you to skip to the next game which is set to MAN, COA or COM. (for details - see "② schedule" of page 17.)



◎Quarter Length

When "Preseason" or "Pro Bowl" games are selected from the Team Control Window, the Quarter Length Window appears. Press the ✚ Control Pad right or left to set the time in each quarter of play. You can choose from 3 to 15 minutes, by 1 minute increments. After you have selected a time in each quarter, press the Ⓐ button.
When you reset the regular season schedule, the time in each quarter is reset to its original setting. (See page 21)

◎Regular Season Game

① see page 17
② see page 17
③ see page 18
④ see page 18
⑤ see page 19
⑥ see page 19
⑦ see page 20

① Team Control: Use this option to choose the play mode for games between the various teams. (see the Team Control page for details - Page 15)

② Schedule: Use this option to see the 18 (or 17) week schedule of games. You can view up to a week ahead or behind by moving the ✚ Control Pad up or down. You can also choose the schedule options 92/93, 91/92, 90/91 or 90/93.

Colors of games listed in the Schedule.
Three different colors are used depending upon the team control mode setting.

red - **MAN, COA**
white - **COM**
blue - **SKP**

* You can also check the playoff Schedule.
The Command Screen is displayed by pressing the Ⓨ button at the Schedule Screen. You can return to the Schedule Screen by pressing the Ⓑ button. To display the Playoff Schedule, use the ✚ Control Pad to select "Playoffs" and press the Ⓐ button. To see the entire playoff schedule, press the ✚ Control Pad left and right. (See page 21 for more details concerning the reset command and schedule options)

Playoff schedule

←Slide to the right or left →

* "Auto Skip" - To automatically skip past the display screens of SKP - vs - SKP games, select "Auto Skip" from the schedule window. Use the ✚ Control Pad to select "Auto Skip" then press the Ⓐ button. "To week 0" window will appear. Use the ✚ Control Pad up or down to select the number of weeks you would like to skip. (NOTE: only SKP - vs - SKP games in the weeks chosen will be skipped from the schedule.) Pressing the Ⓑ button continuously will cancel "Auto Skip".

③ Game Start: Use this mode to start the games in the scheduled order. The flashing match-up on the schedule list highlights the next game to be played. The results of the games will be recorded in the game's memory.

④ NFL Standings: Each team's win/loss record is displayed according to the conference it is in. During the regular season games or after their completion, a ☆ mark will appear next to the name of the division winner and a ◎ mark next to the name of any team that has won a wild card berth. (according to the team's win/loss record)

PCT - winning percentage
PTS - total points scored
OP - total points given up (opponents points)

⑤ Team Ranking: Use this mode to see the offensive and defensive rankings of all the teams in the league, or in one conference, for the following three categories: Rushing, Passing and Total Yardage. Use the ✚ Control Pad to select the category that you want to see and press the Ⓐ button to enter your selection.

To see the teams ranked below 11th place	Press the ✚ Control Pad down
To return to the higher rankings	Press the ✚ Control Pad up
To see the rankings in another category	Move the ✚ Control Pad to the left or right to move the "▷" mark and then press the Ⓐ button to enter your selection.

⑥ NFL Leaders: Use this mode to see the records and rankings of the top players in each category. Choose the category and the league or conference that you want to see and then press the Ⓐ button.

* Changing items - Moving the ✚ Control Pad to the right causes the screen to slide and the item window to appear. Move the ✚ Control Pad up or down to move the ▷ cursor in the window and select an item, then press the Ⓐ button to enter your selection.

To see the lower rankings	Press the ✚ Control Pad down.
To return to the higher rankings	Press the ✚ Control Pad up.

* Looking at the categories

Play Items

- PASSING

RATING . Rating points
COMP % : Completion percentage
ATTEMPTS
COMP. : Completions
YARDS
YARDS/ATT : Yards per attempt
TD PASSES : Touchdown passes
LST. NT. % : Lowest interception percentage

- RUSHING

YARDS
ATTEMPTS
YARDS/ATT. : Yards per attempt
TOUCHDOWNS

- PUNTING

AVERAGE
PUNTS

- SACKS

Select "Sacks" to see the number of quarterback sacks

- KICKOFF RETURNS

AVERAGE
YARDS
RETURNS
TOUCHDOWNS

- RECEIVING

RECEPTIONS
YARDS
YARDS/RCT Yards per reception
TOUCHDOWNS

- SCORING

POINTS
TOUCHDOWNS
EXTRA PTS Extra points
FG. : Field goals

- INTERCEPTIONS

INT. : Interceptions
YARDS
TOUCHDOWNS

- PUNT RETURNS

AVERAGE
YARDS
RETURNS
TOUCHDOWNS

⑦ Team Data: See the section concerning Team Data (page 8)

Reset command and Schedule options

How can you start a regular season all over again?
Press the Ⓨ button at the NFL Schedule Screen and a window will appear with SELECT SCHEDULE, AUTO SKIP, PLAYOFFS and RESET.
(To cancel, press the Ⓑ button)

• To choose a new schedule year:

Choose SELECT SCHEDULE and press the Ⓐ button. The Select Schedule Window will appear. (To cancel, press the Ⓑ button) Use the ✚ Control Pad to choose one of the four Schedule options and press the Ⓐ button. A Question Window will appear. If you choose "YES", all of the data saved in the cartridge memory will be erased and the Regular Season Schedule will be "reset". You can then start a Regular Season Game from the season you have selected.

• To reset the Regular Season Schedule:

Choose RESET, and press the Ⓐ button A question window will appear. If you choose "YES", the Regular Season Schedule will be reset. (NOTE: You don't need to use "Select Schedule" in order to "Reset" the Regular Season Schedule)

• Question Window

If you continue your Regular Season Game(s) to the Playoff level, the Playoff Schedule and graph will appear. Pressing the Ⓑ button at this point will return the schedule to the screen, then you can call up the reset command to clear the memory.

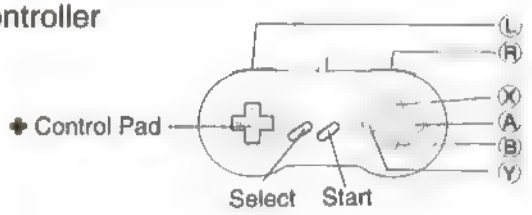
4. GAME START

It's time to start the action!

When you have finished checking all of the data and making your team settings, select your Team Control mode.

NOTE: When you are getting ready to play a regular season game by yourself, be sure to start the game after checking the schedule and the Team Control mode, because the schedule may be set to a two player game of MAN vs MAN or COA vs COA, in which case you won't be able to play a one player game.

Controller



◎List of Control Techniques

Kick off & Half time

Kick off Choose whether you are going to make the kick off or return it	Use the ✚ Control Pad to make your choice and press the Ⓐ button to enter your choice
When you want to skip a screen	Ⓑ button

Kick return in the end zone

Making a Touchback when catching a ball in the end zone	Press the Ⓑ button while your returner is in the end zone

Play Selections

Selecting a RUNNING play	The ✚ Control Pad and the Ⓐ button simultaneously
Selecting a PASS play	The ✚ Control Pad and the Ⓑ button simultaneously
Selecting a DIVE play	Ⓧ button
For a field goal,punt time out, player substitution, or to change a player's position	Press the Ⓨ button to open the window, use the ✚ Control Pad to make your selection, and press the Ⓐ button to enter your choice or the Ⓑ button to cancel your choice
Entering your choice	Ⓐ or Ⓨ button
Canceling your choice	Ⓑ button
Looking at the player's data	Ⓨ button

Offense

Choosing a control mode	Ⓐ button
Snap	Ⓐ button
Kick	Ⓐ button
Knocking down a player on the other team	Come into contact with the player and then press the Ⓐ or Ⓧ button repeatedly
Selecting a receiver	Ⓐ or Ⓧ button
Throwing a pass	Ⓑ button

Defense

Choosing the controllable player	The Ⓐ or Ⓑ button when both teams are ready for play
Diving tackle	Get near the player carrying the ball and press the Ⓑ button
Knocking down a player on the other team	Come into contact with the player and then press the Ⓐ or Ⓧ button repeatedly

List of Main Window Control

Choosing items	✚ Control Pad
Entering your choice	Ⓐ button
Canceling a selection and returning to the previous screen	Ⓑ button
Looking at the player's data for the starters	Ⓨ button
Choosing a control mode	Ⓐ button

Before the game begins, the referee performs the coin toss to determine which team has the right to choose the first kick off or return. The team that wins the coin toss can choose to either make the first half kick off or return it.

To skip the coin toss screen - Press the Ⓑ button

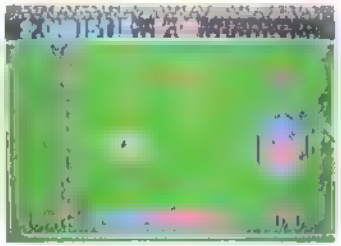
◎ Kick off

- To kick off - press either the Ⓐ button.

A kick off meter will be displayed at the top of the screen. This meter will grow longer and then restart. The longer the meter is the farther the kick will go. Watch the meter carefully and kick the ball by pressing the Ⓐ button when the meter is at its longest point.

- To make an onside kick - kick the ball when the meter is in the blue.

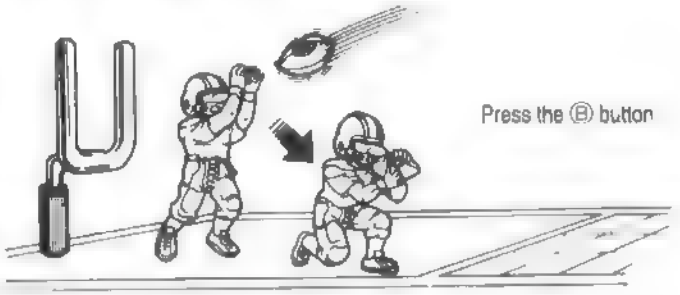
You can control the player carrying the ball when the kick is being returned or when the ball has been recovered by the kicking team on an onside kick.



◎ Touchback

- To make a touchback inside your end zone - press the Ⓑ button, when your returner catches the ball in your end zone.

When your returner catches the ball in your end zone, you can choose to control him and keep running or you can make a touchback by pressing the Ⓑ button.

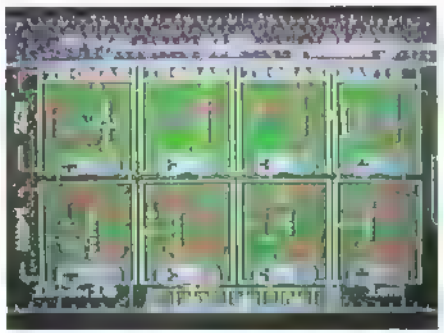


Press the Ⓑ button

◎ Controlling the Offense

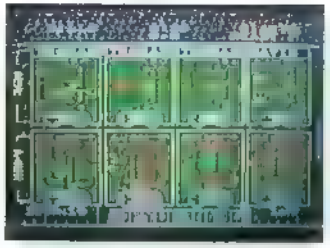
Once the play has been whistled dead, the play select screen will appear.

↓ The Play Select Screen



Name of the player carrying the ball

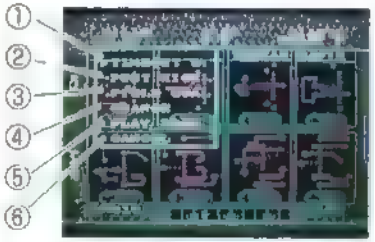
The Play Select Screen ↓



Press the controller buttons in accordance with the diagrams displayed on the screen to run the play that you have chosen. (For a running play - Use the ✚ Control Pad and the Ⓐ button; For a pass play - Use the ✚ Control Pad and the Ⓑ button; For a dive play - Press the Ⓧ button.)

· To display the Play Strategy Window - press the Ⓨ button. (press the Ⓑ button to close the window)

↓ "Play Strategy Window "



Use the ✚ Control Pad to select a play category and press the Ⓐ or Ⓨ button to enter your choice.
① Use this mode to call a time-out and stop the clock. (you can take three timeouts each half)

② Use this mode to kick a punt (and give the ball to the other team) by pressing the Ⓐ button. Once your center snaps the ball the kick meter will begin. The longer the meter is the farther the kick will go. Watch the meter and make your kick by pressing the Ⓐ button at just the right time.

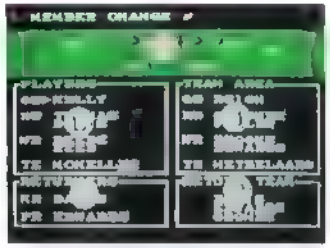
③ Use this mode to try a field goal.

· To make a kick - press the Ⓐ button.

The " ▷ " mark moves up and down.

After your center has snapped the ball, instead of the kick meter, a " ▷ " mark, which determines the direction of the kick, will move up and down in front of the kicker.
The ball will fly in the direction of the " ▷ " mark, so time the mark carefully and then press the Ⓐ button to make your kick.

④ Use this mode to call up the offensive substitution screen The offensive substitution screen will also appear when a player is injured.



ⓐ The players' positions are displayed according to their jersey numbers and position indicators.
ⓑ The names of players who are currently in the game are displayed.
ⓒ The names of kick off and punt returners are displayed
ⓓ The names of players on the bench. An × mark appears next to the names of injured players, indicating that they cannot play in the game.
ⓔ The names of players who can be substiyuted for kick off and punt returner are displayed.

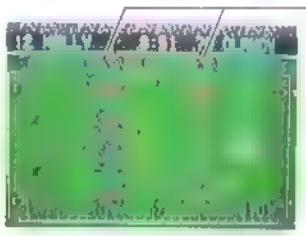
⑤ Use this mode to substitute the play patterns in your play book. (See page 13 for details of making substitutions in your play book.)
⑥ Use this mode to close the Play Strategy Window. (same function as the Ⓑ button)

• After, you have chosen your play from the play select screen, you are ready to begin the action.

• To make the snap - press the Ⓐ button

***Running plays**

To control the player carrying the ball	✚ Control Pad
To knock away the defensive players trying to make a tackle	Press the Ⓐ or Ⓧ button repeatedly.



***Pass Plays**

Pass plays can only be made by first choosing a pass play from the play select screen.

To choose a pass receiver after the snap	Press the Ⓐ or Ⓧ button
To pass the ball to the receiver with the ▼ mark displayed above him	Press the Ⓑ button

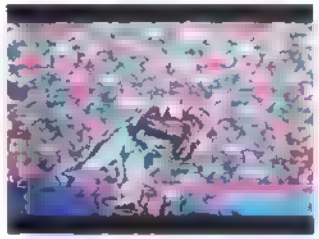
After making the snap (by pressing the Ⓐ button), get ready to make the pass. A ▼ mark will be displayed above your eligible receiver. Press the Ⓐ or Ⓧ button to move the indicator to the receiver that you want to throw the ball to.

* If your quarterback does not have a very high passing ability (pass control) , your pass may not go where you intend it to go. Whether or not a pass is completed depends upon the ability of your quarterback and your receiver. It's a good idea to avoid trying to make passes that you don't have a good chance of completing. Use passes wisely to get past the defense and into the end zone for a touchdown.

*** Dive play**

• To select a dive play - Press the Ⓧ button during the play select screen

During the play select screen while on offense, press the Ⓧ button. When you are ready to begin the action, press the Ⓐ button to snap the ball. Then your offensive team will make the dive play automatically. Making a dive play is a convenient way to gain a few yards.

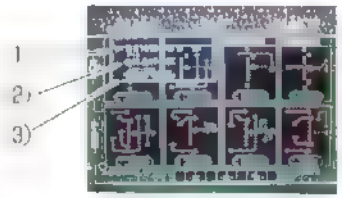


◎Controlling the Defense

a) When the play select screen has appeared, try to guess what type of play the offense is going to run and then use the controller to choose your defense.

To defend against running plays	Press the ✚ Control Pad together with the Ⓐ button
To defend against pass plays	Press the ✚ Control Pad together with the Ⓑ button
To defend against a dive play	Press the Ⓧ button
To look at the commands in the Defense Window	Press the Ⓨ button. (press the Ⓑ button to close the window)
To choose a command	Use the ✚ Control Pad
To enter a command choice	Press the Ⓐ or Ⓨ button

Defense Window ↓



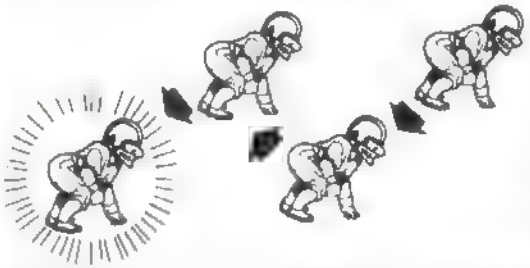
① Use this mode to call a timeout and stop the clock. (you can take three timeouts each half)

② Use this mode to call up the defensive substitution screen. You can check the defensive line up and change the returners.

③ Use this mode to close the window. (same function as the Ⓑ button)

b) When both you and your opponent have chosen your plays, you are both ready to begin play.

Select the player that you want to control -

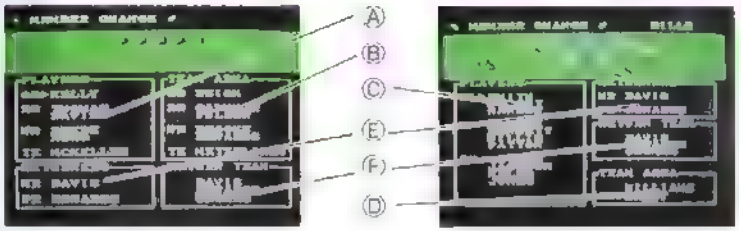


While you are both lined up for the play press the Ⓐ or Ⓑ button. Each time you press the button the player you can control will change.

To control your player	Use the ✚ Control Pad
To make a diving tackle	Get near the other player and press the Ⓑ button. (this can knock down any player)
To shake off a player who has grabbed onto you	Press the Ⓐ or Ⓧ button repeatedly

• Making substitutions

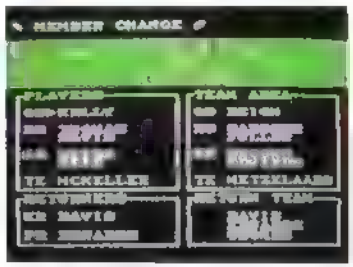
↑ Offensive Substitution Screen ↓ Defensive Substitution Screen



Ⓐ offensive line up
Ⓑ bench
Ⓒ defensive line up
Ⓓ bench only for substituting an injured returner
(in the All star team, this is not displayed)
Ⓔ kick off and punt returners who are currently in the game
Ⓕ bench for returners

- To move the "▷" mark for selecting players - use the ✚ Control Pad.
  The "▷" mark can be moved in the "Players" and "Returners" columns.

- To look at the data for the player that you have selected - press the Ⓨ button.
- When you move the "▷" mark within the "Players" column, the position of the player being chosen will be highlighted.



1) Making offensive player substitutions:

Choose the offensive player that you want to replace, press the Ⓐ button and the "▷" mark will appear in the "team area" column. Move this marker to the name of the player that you want to put in the game and press the Ⓐ button again. The substitution is then be made.

2) Making defensive player substitutions:

The defensive line up cannot be changed. However when a defensive player with a returner qualification gets injured a substitution can be made.

- When a defensive player is injured while returning, the defensive substitution screen will be displayed.
  Move the "▷" mark to the defensive player that you want to put in the defensive line up and press the Ⓐ button. You must also change the injured player in the returner column.

3) Making returner substitutions:

- Choose the returner that you want to replace, press the Ⓐ button, and the "▷" mark will appear in the return team column. Move the "▷" mark to the player that you want to put in the line up and press the Ⓐ button to make the substitution.

Player Substitutions

* There are certain limitations on substitutions due to the positions of the player.

Positions		Positions available for making substitution
QB	→	QB only
RB, WR, TE	→	RB, WR, TE
KR, PR	→	Limited players (names at the return team column)

* QB = quarterback, RB = running back, WR = wide receiver, TE = tight end, KR = kick off returner, PR = punt returner, T = tackle, G = guard, C = center, DL = defensive lineman, LB = linebacker, DB = defensive back

* When a play has been whistled dead, players on the offensive team may be injured. Injured players cannot return to the game until they have recovered from their injuries. Make substitutions to replace the injured players. (see page 31 for details on player substitutions) Some players will need as many as three games to recover from their injuries.

* If your player gets injured, he won't be able to play in the game.*

* I'm finally getting out of the hospital! Now I'm really going to go wild!*

◎ Game Composition

A game is made up of the first and second quarters, followed by half time (which can be skipped by pressing the Ⓑ button) and then by the third and fourth quarters.

5. The Road to the Super Bowl

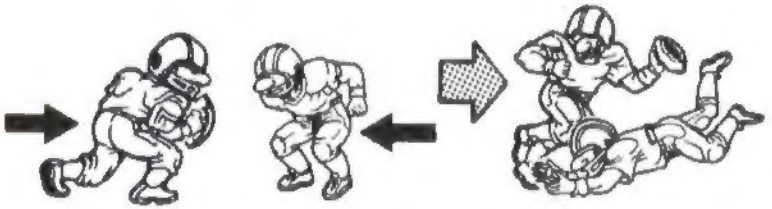
The road to Super Bowl is long and rigorous. Without outstanding technique and play strategy the Super Bowl is an unattainable goal. Keep polishing your skills and use your best play strategy to achieve victory.

TECHNIQUE SECTION

★ Running Plays

☐ Avoiding a diving tackle

When the COM is about to make a diving tackle, the defensive player will get ready to dive, then he will attempt to tackle your player. To avoid being tackled get out of the way just as he is getting ready to dive.



* If the defensive player gets ready to dive, —— get out of the way.

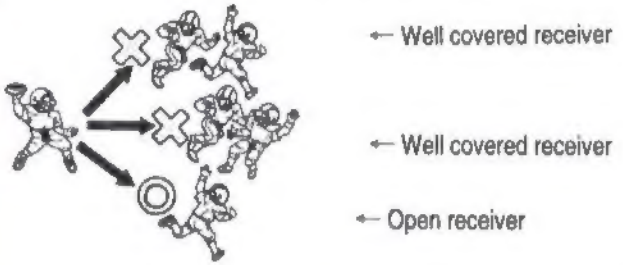
☐ Make the most of your running back's talents

Some running backs like to use their strength to bowl over the defense and plow straight ahead, while others like to use special techniques and speed to avoid tackles. When you are controlling a powerful runner (a runner with great hitting power) , have confidence in his strength and run him straight at the defense. When you are controlling a skillful running back (a runner with running speed and rushing ability), head upfield by eluding the defense's tackle attempts.

★ Pass plays

☐ Look for an open receiver

Don't throw a pass to a receiver who is well covered by the defense or the pass may be knocked down or intercepted. Look for an open receiver and then pass the ball to him.



☐ The success of your passes depends on the ability of your quarterback and receiver

The greater the ability of your quarterback and receiver the easier it will be for you to complete passes. With talented players it is possible to make passes even when your players are covered. However, if your receiver is not talented, he might drop the ball even though he's wide open. Likewise, if your quarterback isn't talented, he might throw the ball so badly that your receiver can't catch it.

☐ Use your ace receiver when it really counts

If you have an ace receiver on your team who is extremely talented, try throwing the ball to him in situations where it really counts.

★ Defense

☐ Intercepting the other team's passes

Move your defenders into the area that the offensive team's pass is heading. Then, if your defenders are talented enough, they might be able to make an interception.

STRATEGY SECTION

☐ Make the most of your team's talents
There are many different types of teams ----- good passing teams, good running teams, strong defensive teams, etc. Find out what your team's strengths are and then make your play choices based on those strengths.

☐ Take away your opponents strong points
Study your opponent to discover his strengths and weaknesses. During the game concentrate on shutting down your opponent's favorite plays and upsetting his game plan.

WEATHER SECTION

☐ The weather condition is an important factor of the game. The weather will be determined as follows.

◆ **In preseason and pro bowl games:**
You are able to choose the weather conditions. You can simulate your team-ability under snow and rain conditions, and develop a plan of tactics under any weather.

· To choose a weather condition-
After you had chosen the two teams, a weather screen will appear. Press the ✚ Control Pad right or left to choose a weather condition and press the Ⓐ button, the game will begin.
If you press the Ⓧ button, the weather condition will be chosen by the computer.

◆ **In the regular season game:**
The weather conditions are determined by the season, by the region where the game is being held and by the probability of rain or snow. For example, a winter game, played in a wet northern area will have a high probability of snow. On the contrary a game played in a dry southern area is likely to have nice weather.
To win the game under bad weather conditions, you must consider a plan of tactics for your team by playing preseason games under bad weather conditions.
* When playing in rain or snow, the player you are controlling may slip and fall.

AUTO SKIP SECTION

☐ SEASON GAMES

For Season Games, if you have not set "Auto Skip",the computer can automatically skip thru the various display screens for games which are set to SKP-vs-SKP in the Team Control screen.

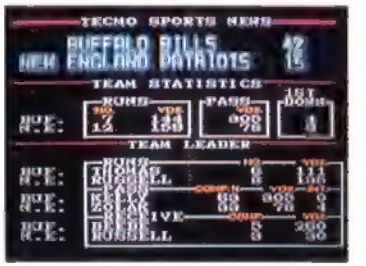
↓ Options Window

Pressing the START BUTTON and the Ⓐ button simultaneously.

Select "Game Start" from the options window. By pressing the START BUTTON and the Ⓐ button simultaneously, the display screens of SKP-vs-SKP games will sequence automatically.

You may cancel this choice by pressing the Ⓑ button continuously during the "Tecmo Sports News".
When the game pauses, press the Ⓑ button once again to return to the Options Window.

↓ TECMO SPORTS NEWS



90-DAY LIMITED WARRANTY TECMO GAME PAKS

90-DAY LIMITED WARRANTY:
Tecmo, Inc. ("TECMO") warrants to the original consumer that this Tecmo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90-day warranty period, Tecmo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return you defective Game Pak to the retailer.
2. Notify the Tecmo Consumer Division of the problem requiring warranty service by calling: 1-310-787-2900. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Tecmo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return you PAK freight prepaid, at your risk of loss or damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Tecmo, Inc. Consumer/ Service Department:
Sequoia Commerce Center
19260 S. Van Ness Avenue
Torrance, CA 90501

This warranty shall not apply if the PAK had been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:
If the PAK develops problems after the 90-day warranty period, you may contact the Tecmo Consumer Service Department at the phone number noted above. If the Tecmo service technician is unable to solve the problem by phone, he may provide you with a quote for the repair cost and a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK "freight prepaid" and insured against loss or damage to Tecmo, enclosing a check or money order for the amount quoted payable to Tecmo, Inc. Tecmo will, at its option, subject to the conditions above repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and your payment refunded.

WARRANTY LIMITATIONS
ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL TECMO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.
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MEMO